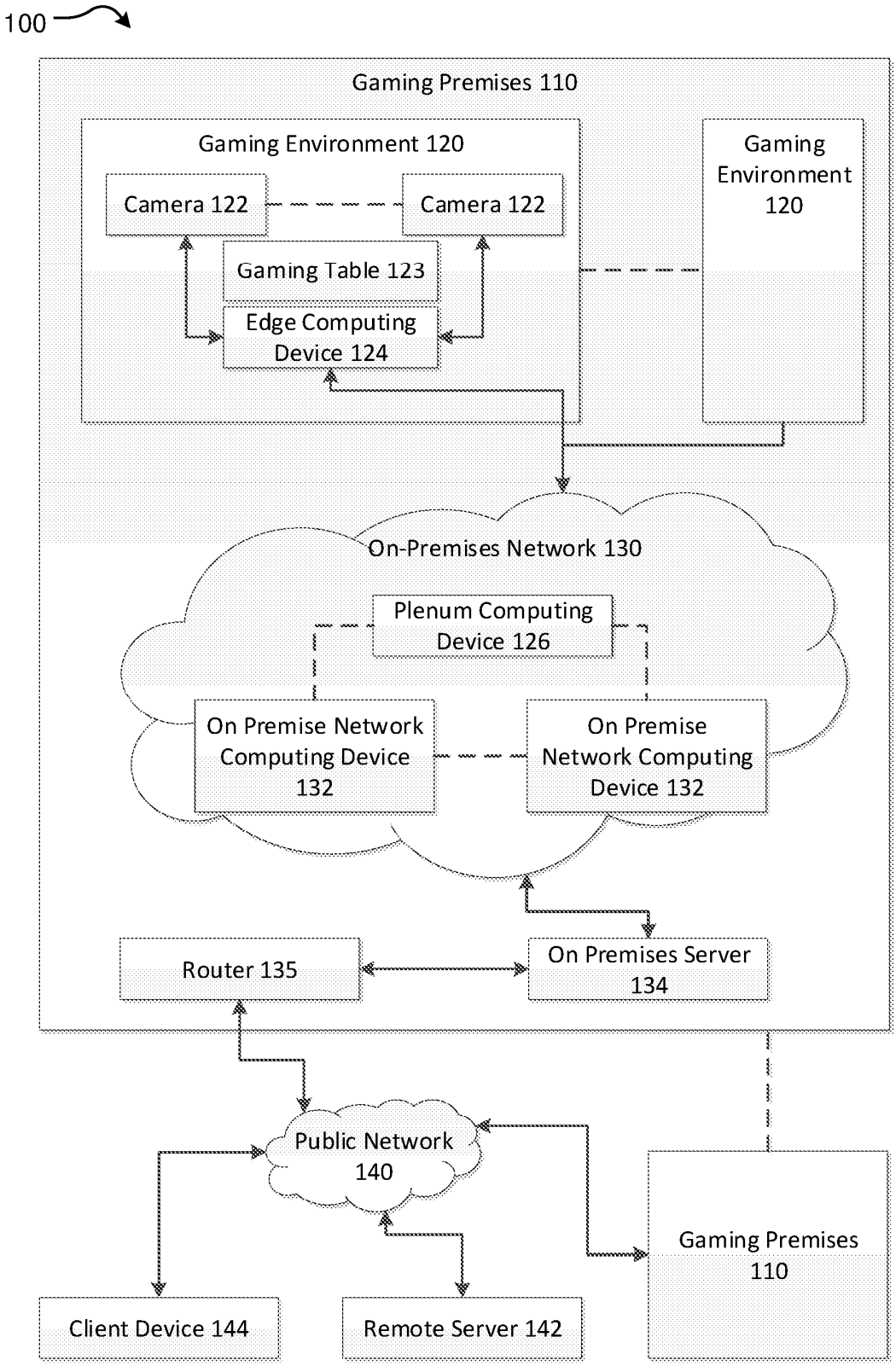

100
Gaming Premises 110
Gaming Environment 120
Camera 122
Camera 122
Gaming Table 123
Edge Computing Device 124
Gaming Environment 120
On-Premises Network 130
Plenum Computing Device 126
On Premise Network Computing Device 132
On Premise Network Computing Device 132
Router 135
On Premises Server 134
Public Network 140
Client Device 144
Remote Server 142
Gaming Premises 110

**Fig. 1**

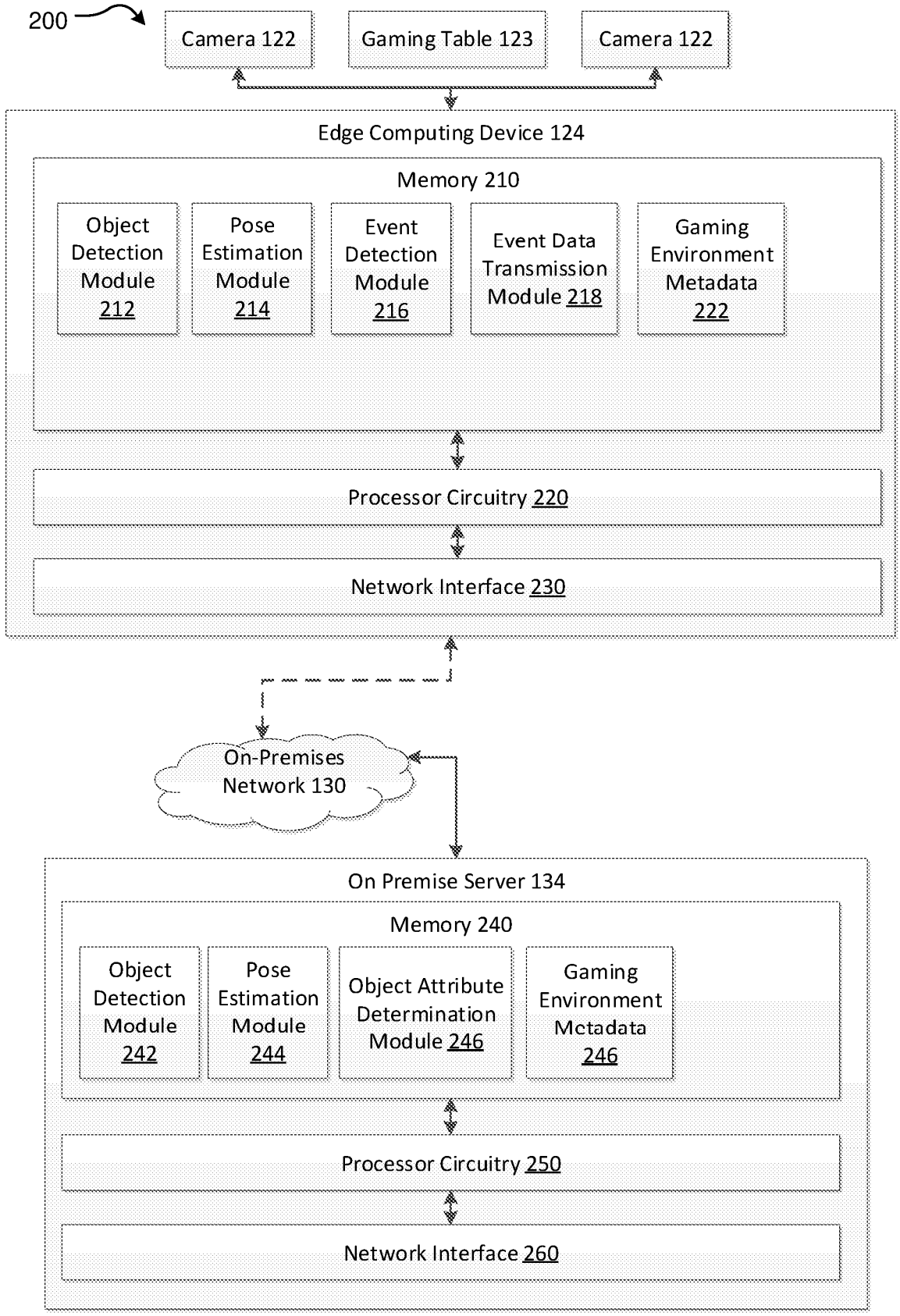

200
Camera 122
Gaming Table 123
Camera 122
Edge Computing Device 124
Memory 210
Object Detection Module 212
Pose Estimation Module 214
Event Detection Module 216
Event Data Transmission Module 218
Gaming Environment Metadata 222
Processor Circuitry 220
Network Interface 230
On-Premises Network 130
On Premise Server 134
Memory 240
Object Detection Module 242
Pose Estimation Module 244
Object Attribute Determination Module 246
Gaming Environment Metadata 246
Processor Circuitry 250
Network Interface 260

**Fig. 2**

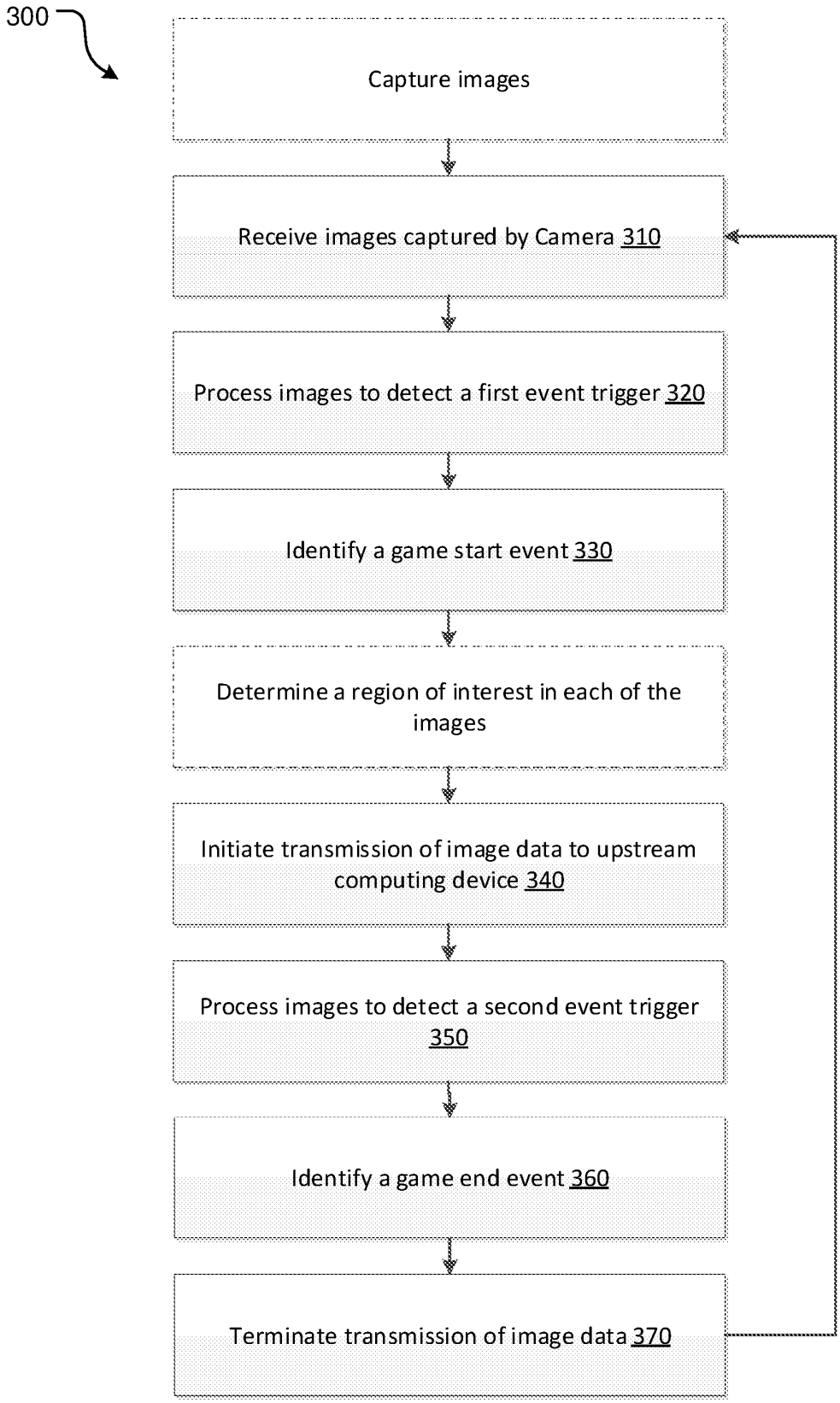

300
Capture images
Receive images captured by Camera 310
Process images to detect a first event trigger 320
Identify a game start event 330
Determine a region of interest in each of the images
Initiate transmission of image data to upstream computing device 340
Process images to detect a second event trigger 350
Identify a game end event 360
Terminate transmission of image data 370

**Fig. 3**

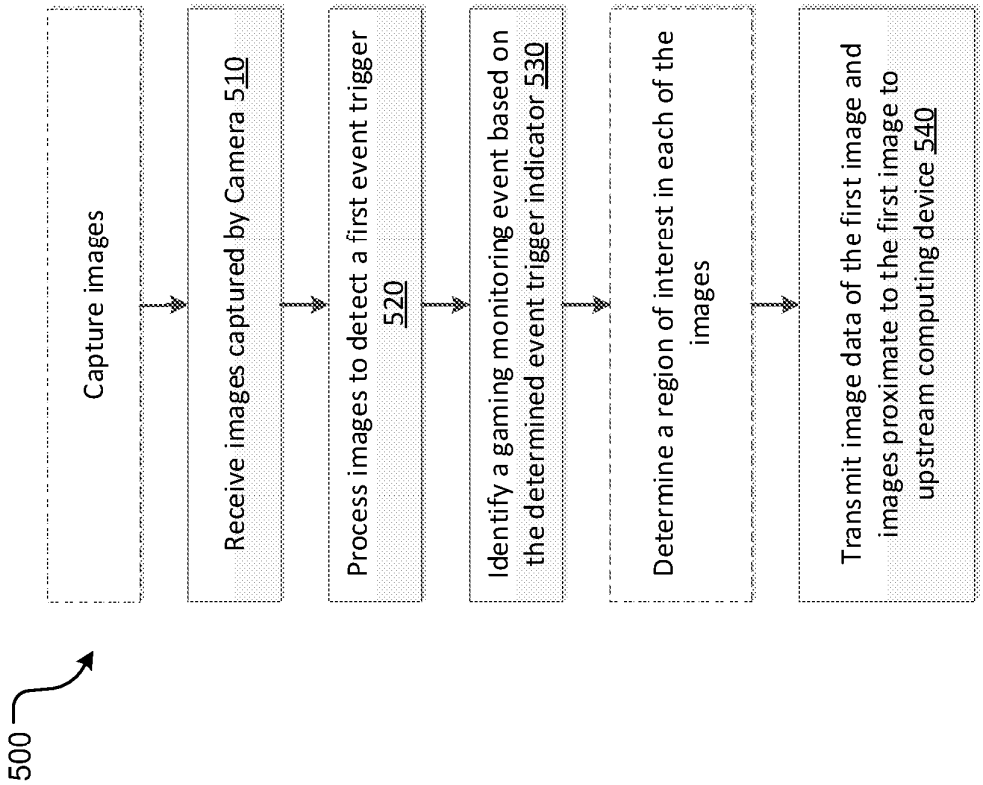

500
Capture images
Receive images captured by Camera 510
Process images to detect a first event trigger 520
Identify a gaming monitoring event based on the determined event trigger indicator 530
Determine a region of interest in each of the images
Transmit image data of the first image and images proximate to the first image to upstream computing device 540

Fig. 5

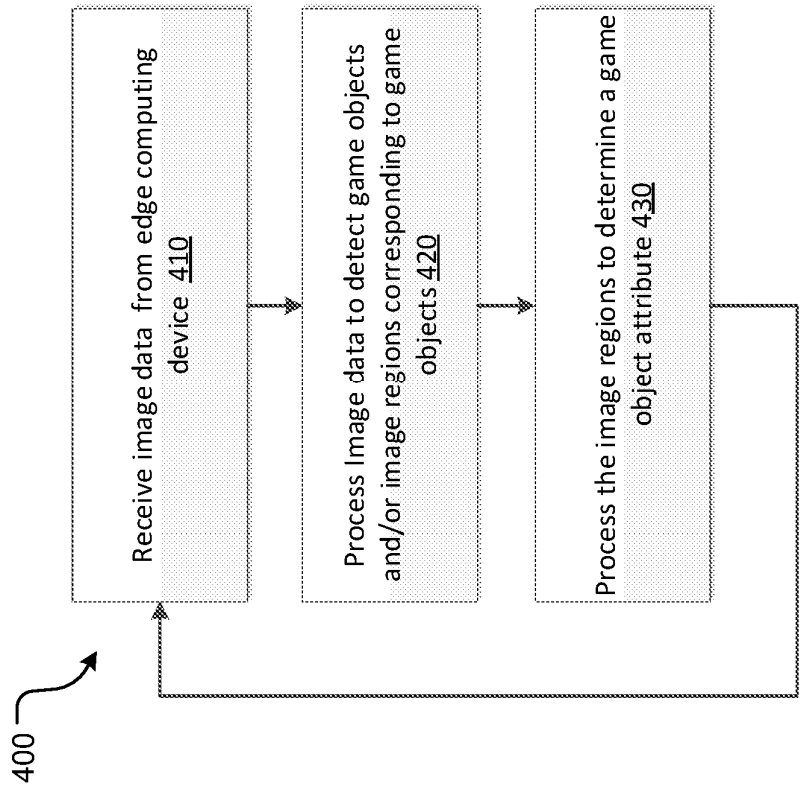

400
Receive image data from edge computing device 410
Process Image data to detect game objects and/or image regions corresponding to game objects 420
Process the image regions to determine a game object attribute 430

Fig. 4

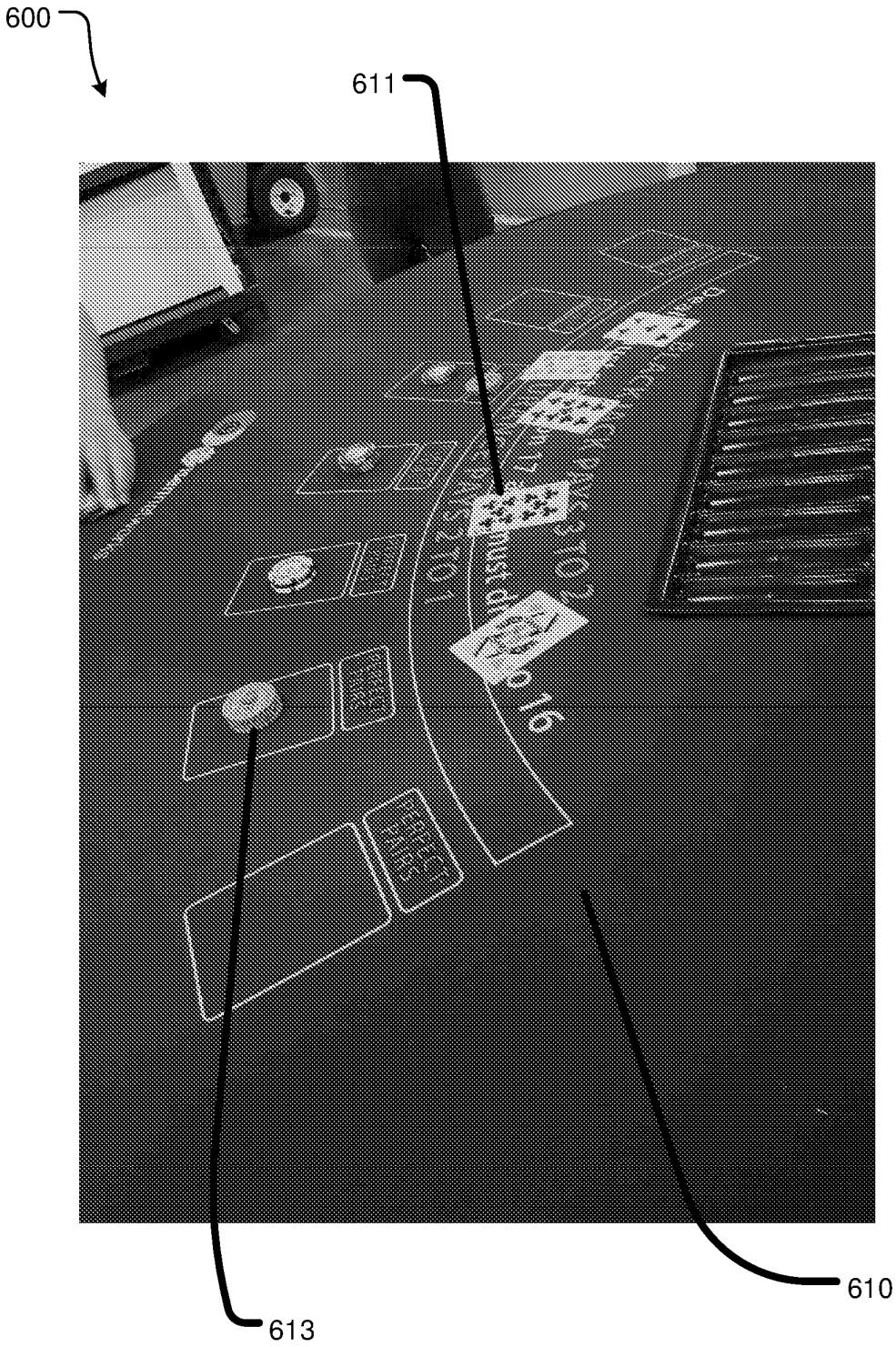



Fig. 6

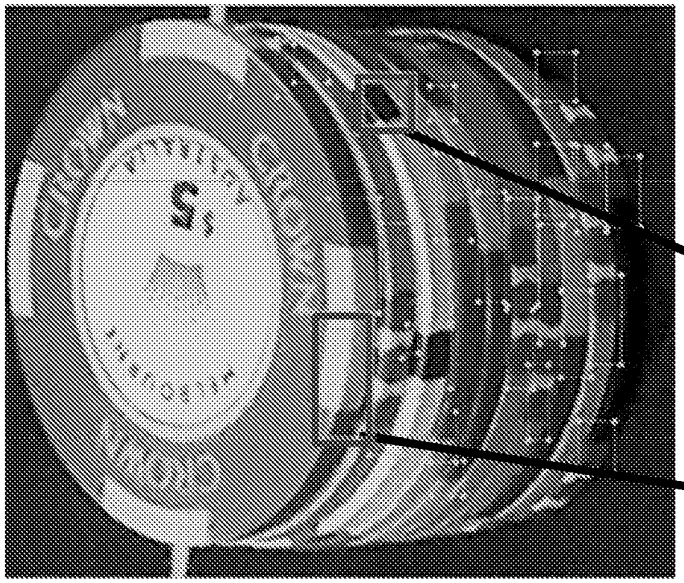



Fig. 8

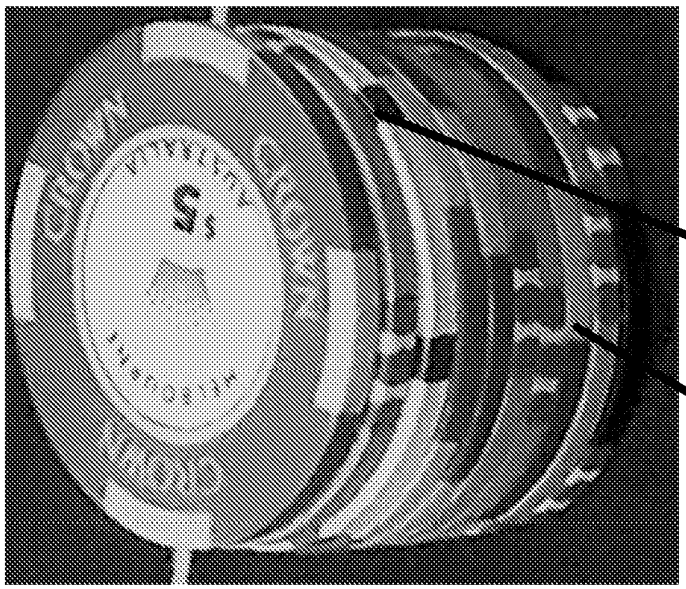



Fig. 7

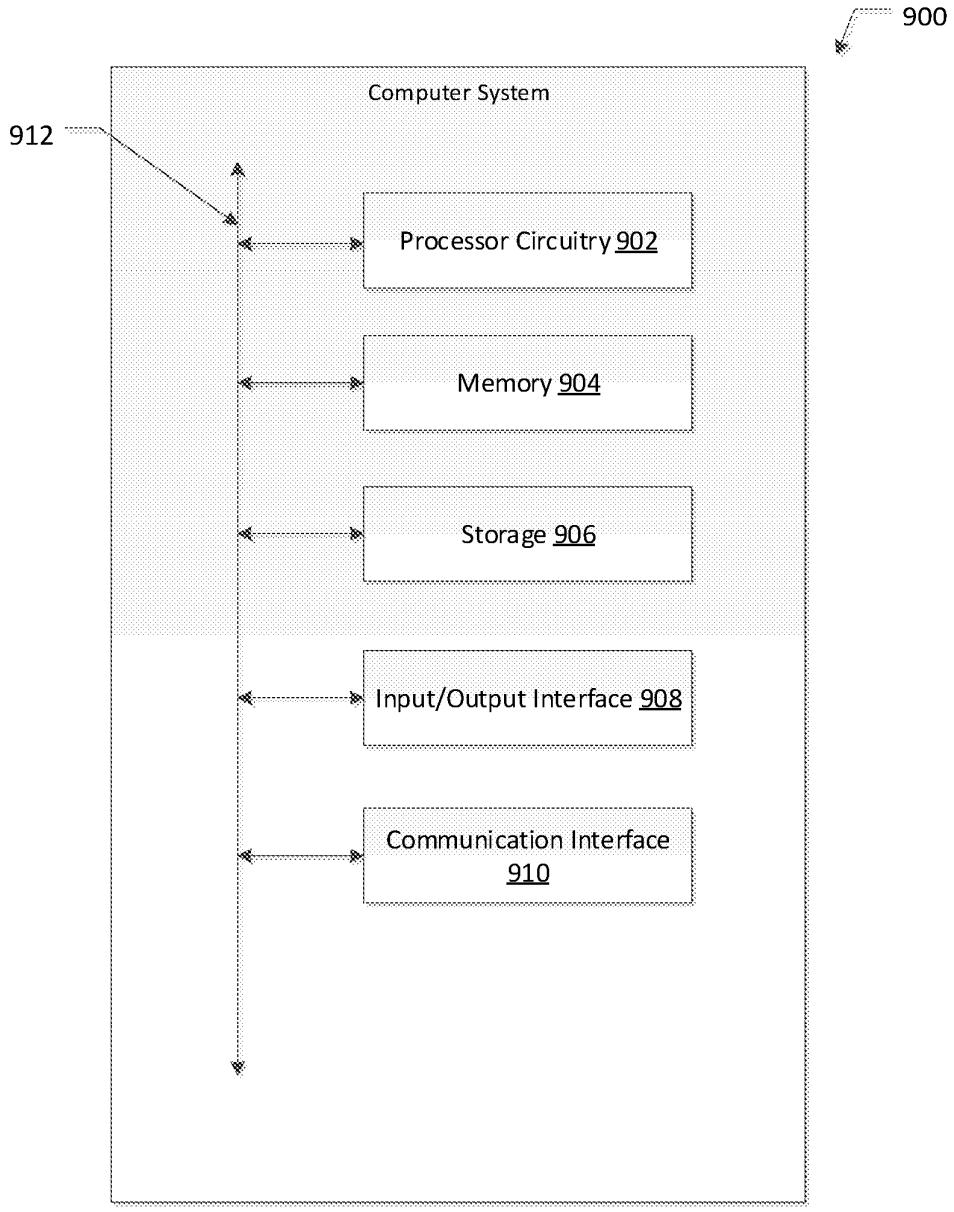

900
Computer System
912
Processor Circuitry 902
Memory 904
Storage 906
Input/Output Interface 908
Communication Interface 910

**Figure 9**

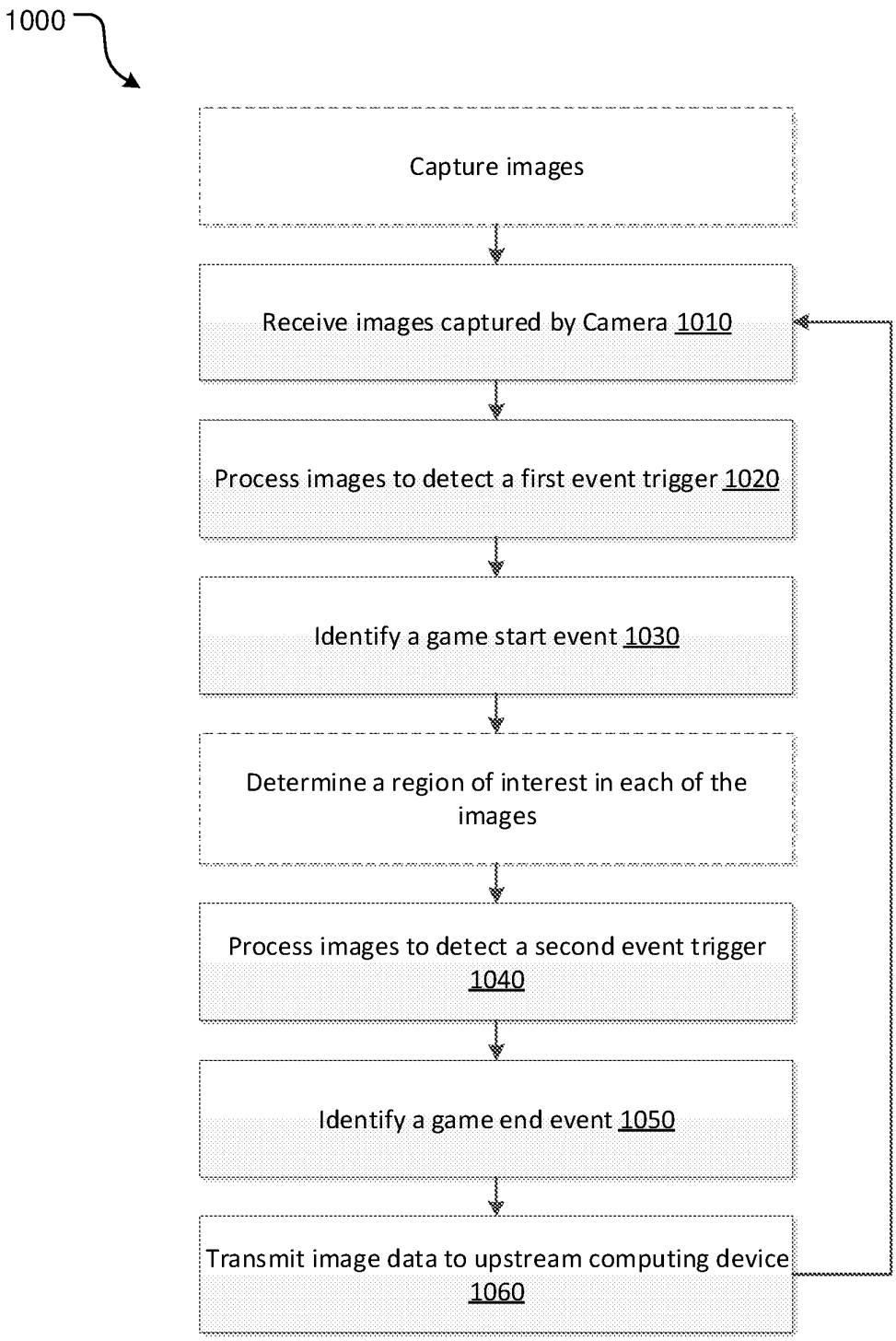

1000
Capture images
Receive images captured by Camera 1010
Process images to detect a first event trigger 1020
Identify a game start event 1030
Determine a region of interest in each of the images
Process images to detect a second event trigger 1040
Identify a game end event 1050
Transmit image data to upstream computing device 1060

**Fig. 10**

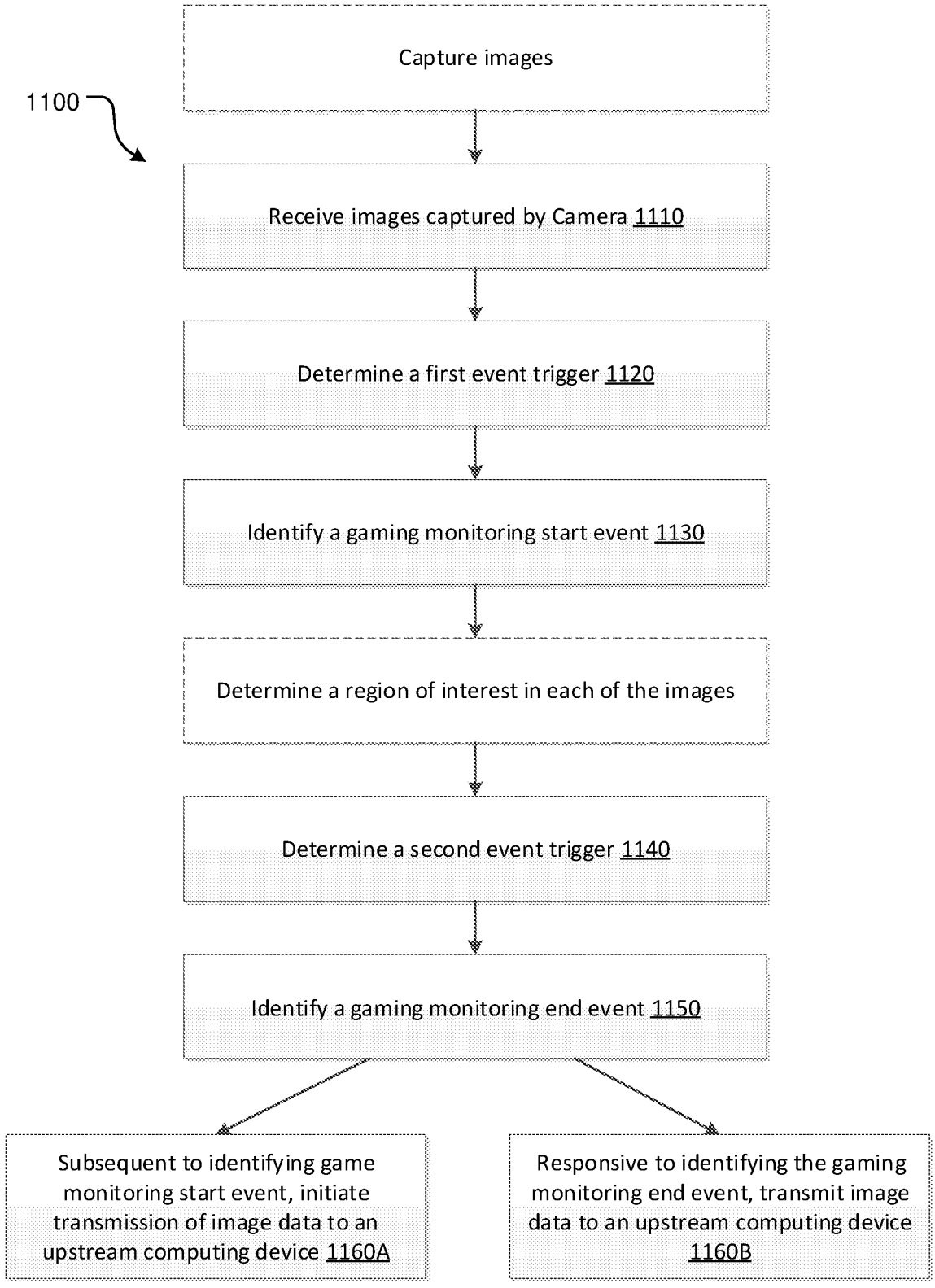

1100
Capture images
Receive images captured by Camera 1110
Determine a first event trigger 1120
Identify a gaming monitoring start event 1130
Determine a region of interest in each of the images
Determine a second event trigger 1140
Identify a gaming monitoring end event 1150
Subsequent to identifying game monitoring start event, initiate transmission of image data to an upstream computing device 1160A
Responsive to identifying the gaming monitoring end event, transmit image data to an upstream computing device 1160B

**Fig. 11**